


**THE COMPLETE AVALON HILL
HOW-TO-HAVE-A**

Lifetime of Pleasure for Only 10¢ a Year

CATALOG OF GAMES,

A black and white line drawing illustration of people playing board games. In the upper left, three people are gathered around a table, looking at a board game. In the lower left, a man is shown from the chest up, looking towards the right. In the lower right, the back of a person's head and shoulders are visible as they sit at a table. The tables are covered with various board game components like pieces and boards.

**PARTS, PLAY-BY-MAIL
KITS . . . WHAT THEY
ARE ALL ABOUT AND
WHERE TO GET THEM!
ALSO INTRODUCING
MAIL-ORDER-ONLY
GAMES & HOW TO SAVE
MONEY ORDERING THEM!
HOW TO GET THE
34-PAGE GENERAL
FOR A YEAR FREE! HOW
TO FIND OPPONENTS,
JOIN CLUBS, ENTER
CASH TOURNAMENTS!
HOW TO SELECT TITLES
BEST SUITED TO YOUR
GAMING INTEREST . . .
PLUS MANY SIDELIGHTS
PRESENTED TO YOU BY**

Avalon Hill
**PIONEER IN DESIGN
OF REAL-LIFE GAMES**

A Lifetime of Pleasure for Only 10¢ a Year!

Sound absurd?

Not really! Let's assume that the average game-playing lifetime lasts 50 years. Dividing 50 years into the \$5.00 price of Tactics II you get 10¢ a year. Simple as that!

Be forewarned. If you happen to get hooked on Avalon Hill games, as many addicts have, the price of this form of entertainment could soar as high as \$5.00 a year for a lifetime . . . that is, if you decide to partake in *all* the pleasurable games shown on succeeding pages.



At this price, it's just got to be the world's least expensive hobby-entertainment value.

In fact, we prefer using the word *incredible* when describing value. Avalon Hill games, unlike many products of this age, do not become obsolete within a short period. Our games just never play themselves out. They often require 4-5 years to design, to insure that each game will offer a lifetime of play value.

If we sound a bit biased, then let's let our customers do the talking: just send us 25¢, to cover our mailing costs and we will send you a packet of the most enlightening testimonial letters you've ever read. But for now, we ask that you read on . . . to find out what the recent game craze is all about, and how you can become a part of this burgeoning new "hobby" form.

How It All Began...

In 1958, The Avalon Hill Company introduced to the public three "adult" games—Gettysburg, Tactics II and Dispatcher—pioneering the first bold step forward in game design since the advent of Monopoly in the '30's. For the first time, ever, a serious attempt was being made to design games based on real life events.

Heretofore, traditional games were mostly abstract in nature, dependent upon conventional luck elements to determine the winner.



In deviating from this age-old formula, Avalon Hill devised a method of transferring the abstract to real life. For example, instead of moving a "pawn" as in Chess or Checkers, one moved an actual division of infantry in accordance with its real-life historical ability. Thus, one could command General Robert E. Lee's Army in the game of Gettysburg much in the manner it was actually maneuvered in the real battle.

This adult concept caught hold immediately. And since 1958, Avalon Hill has expanded its line of real-life games to number more than 30.

What They're All About...

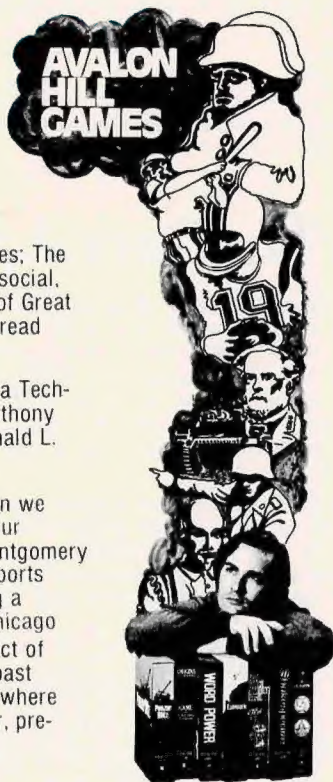
Avalon Hill games have been created to duplicate events of real life—a refreshing departure from the commonplace. Here, you master the situation vicariously. Here, you can indulge in your secret desires of high command.

They are solely dependent on your skill and judgment. They are not computer freaks that bog down in a sea of statistics, nor do they contain traditional luck elements of conventional games.

Avalon Hill's line is broken down into two broad categories: The Family Classics, which are family-oriented games reflecting social, economic, and cultural life styles of today; and Recreations of Great Historical Events, for people who want to do more than just read about these happenings.

And to insure the historical authenticity of our research, a Technical Advisory staff made up of military heroes—General Anthony McAuliffe, Rear Admiral C. Wade McClusky, and Colonel Donald L. Dickson—provide supplemental help in this area.

We are proud of the national and international recognition we have received. The British Broadcasting System once used our Afrika Korps game in a TV series pitting Field Marshall Montgomery against a German General. Football Strategy was cited by Sports Illustrated, "the best football game ever invented," spawning a raft of imitators among commercial publishers ever after. Chicago Today called the Stock Market game, "an outstanding product of its times." LIFE, NEWSWEEK, TOYS MAGAZINE, have in the past eulogized our educational and historical games to the point where we are besieged daily for requests of our financial reports for, presumably, purposes of investment. One would think we were General Motors.



Who Plays Them...

Public acceptance of this radical approach to board games has gone well beyond the pure adult stage—Avalon Hill now boasts that 70% of its customers are actually between the ages of 12 and 19.

Among the many celebrities in that adult 30% is Walter Cronkite, renown TV News analyst. "Cronkite cannot resist games. He likes Waterloo. He likes Battle of the Bulge," stated a March 1971 Life Magazine interview.

"Keep up the good work," eulogized Alan B. Wambold of the Department of Government and Foreign Affairs at the University of Virginia. "Armchair generals, admirals, and frustrated political-scientists like myself will long enjoy reliving, rewriting, and remaking history with your assistance," he related.

An executive at a New York Advertising agency, G. R. Vidmer, spoke for many of his colleagues when he wrote, "... to be casually walking through Brentano's and suddenly be

confronted with a whole slew of Avalon Hill games... well, to a 30-year-old boy, you brought back the old thrills."

Paul Podgus, another ad executive, was more specific, "when you can get a dozen top-notch advertising men to pass up expense account lunches at their choice of New York's better restaurants, you must have a real attraction going for you. That's what your Football Strategy game has been doing here at the agency for the past ten weeks."

We even have customers who go to bat for us in our defense, witness a recent rebuttal by James H. Griset, Tustin, California, to a slanderous news article. Replying directly to the author of the article, he retorted, "It distressed me to read your opinion of Avalon Hill games... you seemed to attack Avalon Hill on the basis they produced wargames but you totally ignored other producers of games on war; is it because Avalon Hill

produces a much more accurate simulation than others?"

Probably the ultimate in compliments arrived in the form of a Snoopy greeting card from a long-standing devotee, Lincoln Clark III, which read "without you, my love story isn't complete!"

Less subtle but equally complimentary is Lt. Richard J. Spence's comment. "I recognize that you are to the game industry what Rolls Royce is to the automotive."

And for all the Mrs. Peter Yadowsky's, Woodbridge, Virginia, who pleaded, "Help! I can't find Avalon Hill games anywhere around here... Christmas isn't the same without them!" Avalon Hill has instituted its brand new Mail-Order-Only service (described later on).

Avalon Hill, in tailoring the real-life approach to a large variety of subjects, has made friends with people of all ages and all walks of life. We are not far off base when we boast, "you name it, we've probably got a game on it."

What Does Avalon Hill Do For Me...

While we are considered mecca to aficionados, our role in the game industry has been blown up all out of proportion. Understandably, we are the largest designer and publisher of real-life games... but we have reached this plateau mainly due to the many, many services we provide for gamers, novice and fanatic alike.

We don't just sell you a game, then forget about you. Through our magazine the GENERAL we help you find opponents and let you know where the tournaments and conventions are being held. We answer your questions



regarding play of the games when you send us a stamped, self-addressed envelope. Our magazine the GENERAL is probably the one most important step you can take to increasing the pleasure you derive from simulation games. It presents you with playing aids for

the games, tips on strategy, and even rates players nationally through the A.R.E.A. system by publishing lists of the top A.R.E.A. players in the country and sponsoring pbm tournaments. Readers of the GENERAL learn of new rule revisions and special projects, like wargaming t-shirts, with each issue.

Avalon Hill also initiated the play-by-mail (PBM) system. Here, opponents living in remote areas from each other can play complete games—honestly—without ever seeing each other face to face.

And if you lose or misplace parts integrally important to the play or otherwise, we will replace at minimal cost to you. No need to purchase complete games in such situations.

Because we do all of our own designing, research, marketing, promotion, and actual printing, we feel our staff is in a position to know exactly what the true game player wants out of the art of gaming.

We have been told that our services in this area are second to none in the game industry... services that range from in-store demonstrations to fostering friendships between two or more game players in the same neighborhood. We've even been called upon to write a note to a young man's teacher to explain his absences.

Where Can I Get Them...

Avalon Hill games are sold in better department stores (usually in the stationery departments), hobby shops, toy stores, stationery supply stores, book stores, and sporting goods outlets everywhere (well, practically everywhere). If the game of your choice isn't available at your Avalon Hill center, you can order it by mail directly from Avalon Hill. A complete Order Form is included in this catalog for just this purpose.

Also, as an additional service we have

initiated a special MAIL ORDER ONLY line of games that can be purchased only from Avalon Hill direct. We now direct your attention to the display of the games themselves. Hopefully, we have convinced you that there is much more to board games than meets the die. Perhaps you will soon be joining the thousands of loyal Avalon Hill fanatics who have realized that a lifetime of pleasure doesn't have to be an expensive proposition.

Mail-Order

Initiated in Summer of '74, this series represents games not readily available in stores. Thus, you must purchase them by mail directly from Avalon Hill.

TOBRUK: 9 scenarios and 12 fire-fights (mini-games) combining—for the first time ever in a commercial game—the clarity of a board game with the micro-detail and color of a miniatures game. Turns are 30 seconds of real time. Each mapboard hex equals 75 meters (approx. 69 yards). Troop counters—all 506—measure 1/2-inch square. They represent individual AFV's, ATG's, artillery, machine guns, and light infantry weapons. Infantry units of squad and section size are coupled with a fast-play roster system that allows for one-man functions.

Included are classic elements of armored combat—penetration, rate-of-fire, target acquisition, deflection, target aspect, target motion, ammo types, incremental hit probabilities, crew casualties, variable impact areas, cover states, and vehicle breakdown.

Recommended only for aficionados of tactical miniatures warfare involving armor, infantry, and artillery . . . available only by mail direct from Avalon Hill in this pre-publication offering.

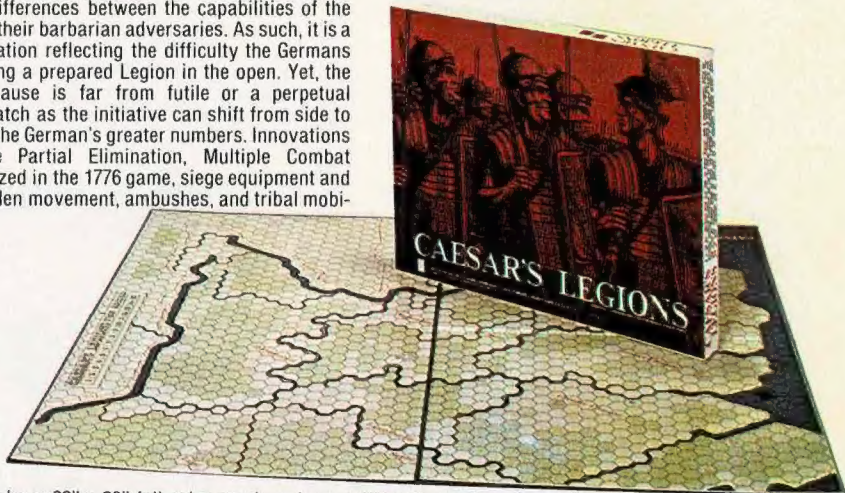
\$12.00



CAESAR'S LEGIONS: A study in contrast of the ancient world's most vaunted military unit. CAESAR'S LEGIONS is a two-player, strategic game dealing with Rome on the Rhine frontier for a period of roughly 100 years during the height of the legion's power. Play is based on scenarios ranging from Julius Caesar's defeat of the Suevii chieftain Ariovistus in 58 B.C. to the Batavian Revolt of 69 A.D.

Play calls for widely diverging tactics brought about by the great differences between the capabilities of the Legion and their barbarian adversaries. As such, it is a good simulation reflecting the difficulty the Germans had defeating a prepared Legion in the open. Yet, the German's cause is far from futile or a perpetual delaying match as the initiative can shift from side to side due to the German's greater numbers. Innovations include the Partial Elimination, Multiple Combat system utilized in the 1776 game, siege equipment and tactics, hidden movement, ambushes, and tribal mobilization.

\$8.00



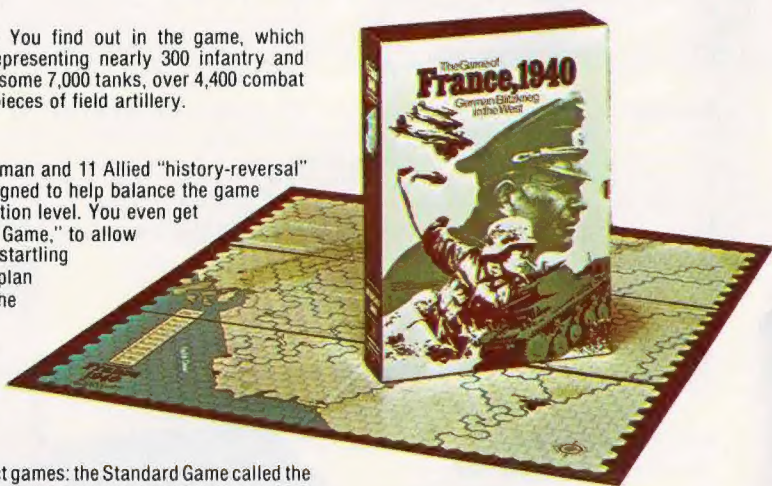
Game includes a 22" x 28" full color mapboard, over 400 unit counters, two sets of Tactical Maneuver Cards, and an Ambush and Concealed Movement Sheet. Playing time varies between 1 and 4 hours depending on the scenario chosen.

Rated Intermediate II on the Complexity Scale, available only by mail direct from Avalon Hill in this pre-publication offering.

FRANCE 40: It is May 10, 1940—over 5 million men are poised for what many consider to be a replay of World War I. The German and Allied armies are evenly matched. Yet twenty days later the Allies are beaten in one of the quickest and most decisive campaigns ever fought.

How did it happen? You find out in the game, which contains counters representing nearly 300 infantry and motorized divisions, some 7,000 tanks, over 4,400 combat aircraft plus 33,000 pieces of field artillery.

Game includes 6 German and 11 Allied "history-reversal" Orders of Battle designed to help balance the game regardless of simulation level. You even get rules for the "Idiot's Game," to allow you to re-create the startling helplessness of the plan originally used by the Allied commanders in 1940.



\$10.00

You play two distinct games: the Standard Game called the "game player's game," and the optional-rules game which stresses "simulation-in-detail."

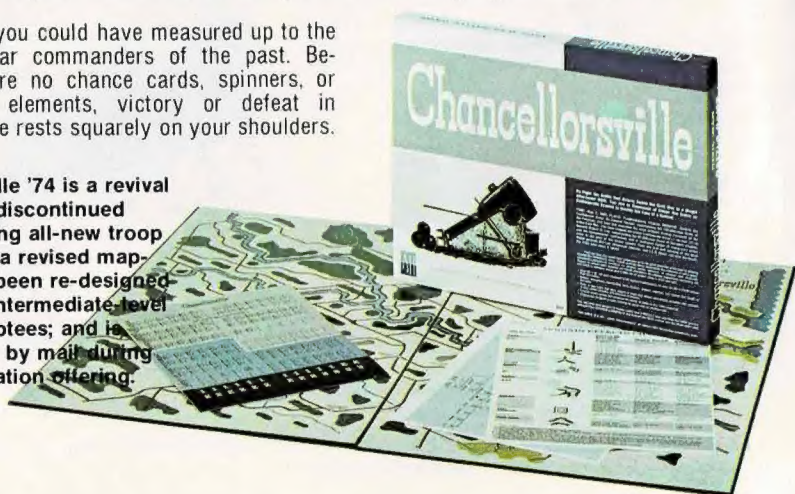
France 40 is a tournament level game for purchase by mail direct from Avalon Hill; also available in select adult game outlets at retail.

CHANCELLORSVILLE '74: the battle that nearly ended the Civil War two years earlier. Why didn't it? You find out when we take you back in history to the one historic afternoon of May 1, 1863. As Union General Hooker your 130,000 man Army of the Potomac has trapped the entire Confederate army in the east. As General Lee your 60,000 man force is outnumbered and outflanked. Can you, like Lee, escape? Was he indeed as brilliant as history relates? Or, was Hooker a boob? All the ingredients are there for you to decide for yourself.

YOU GET a 22" x 28" full-color mapboard of the famous Fredericksburg VA. area; site of four historic Civil War battles. Over 100 unit counters represent the divisions, brigades, regiments, batteries, fortresses, pontoon bridges, and assault boats that took part in the real thing; all yours to command in this game that challenges your tactical senses.

Find out how you could have measured up to the great Civil War commanders of the past. Because there are no chance cards, spinners, or random luck elements, victory or defeat in Chancellorsville rests squarely on your shoulders.

Chancellorsville '74 is a revival of an earlier, discontinued title. Containing all-new troop counters and a revised mapboard, it has been re-designed to appeal to intermediate level wargame devotees; and is available only by mail during its pre-publication offering.



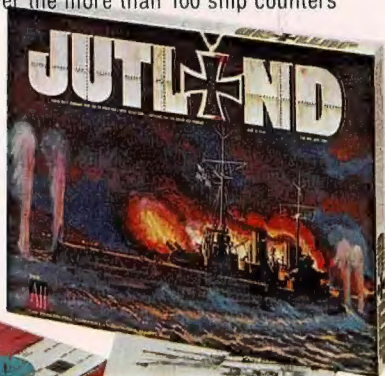
\$8.00

JUTLAND '74: a game-design first—the first board game ever designed without a playing board. Because it is not possible to play a naval battle game realistically within the limiting confines of a printed playing board, Avalon Hill has found a way to eliminate it altogether. Instead, patented maneuver and range finding devices allow you to conduct ship to ship combat on the floor, in a gymnasium, on a large table, in the middle of the town plaza, or anywhere you choose (actually 4' x 5' will do) as long as you have room to maneuver the more than 100 ship counters

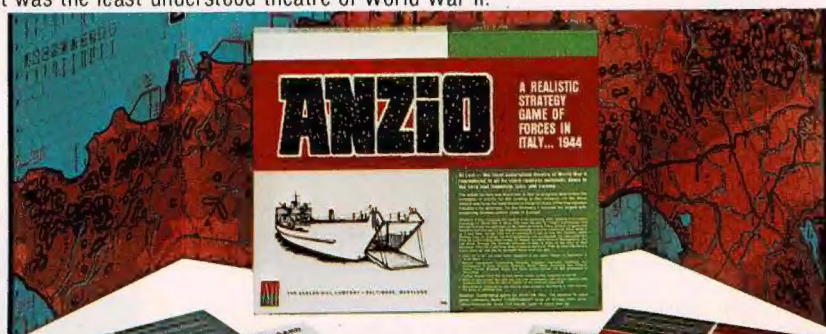
JUTLAND re-creates the actual event of May 30, 1916. All the ships that took part are reproduced in facsimile (top view) form. You are given their real-life starting positions . . . from this point on it is up to you to change the course of history.

Jutland '74 is a face-lifting of its earlier, discontinued counterpart. This new version includes three brand new mini-game scenarios. A complete rules re-write features this intermediate-level game, now available only by mail during its pre-publication offering.

\$8.00



ANZIO '74: the battle for Italy, determining the timetable of events for the coming D-Day invasion. Pick up where history books leave off and see for yourself why it was the least understood theatre of World War II.



YOU GET over 375 unit counters representing divisions, brigades, regiments, and battlegroups of every German, American, British, Italian, Australian, New Zealand, Polish, French, Brazilian, Greek, and South African combat unit that participated in the real conflict; a 14" x 44" full-color mapboard so realistic it's even printed in Italian; plus miscellaneous playing aids designed to make organization of forces as effortless as possible.

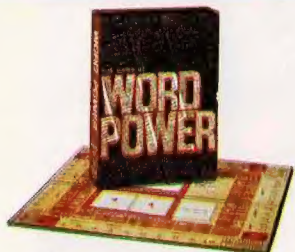
ANZIO '74 is a complex game, designed only for tournament-level achievers. Parts are not interchangeable between this version and the original discontinued game; this version available only by mail during its pre-publication offering.

\$8.00

Retail Line...

Family Oriented Games . . .

. . . reflecting social, economic, recreational, and cultural life-styles of today, designed to be enjoyed equally by all members of the family on an even competitive level. Emphasis is placed on decision-making rather than on luck elements common in most traditional board games of the past.

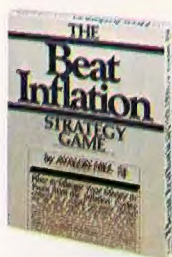


WORD POWER: Fun for 2 to 4 players ages 8 and up. "It Pays to increase Your Word Power," Reader's Digest feature, inspired the design of this vocabulary-building game. Players are dealt key word cards which they match up with synonyms and antonyms. Three decks of key word cards, color-coded according to frequency of usage, provides equal chances of victory for everyone regardless of word knowledge. YOU will be amazed at the words you dig up. . .

after digging up \$10.00

OUTDOOR SURVIVAL: An educational experience unto itself. Game includes a 24-page handbook of survival techniques, increasing players' knowledge of woods lore for when it may be needed in real life. In the game, players are pitted against the wilderness and each other to see who is most "expert" at getting across a 24" x 22" mapboard representing typical wilderness terrain. Game contains 5 different scenarios graduating in survival expertise . . . great for 2 to 4 players; especially enjoyable as a solitaire game . . .

a solitary \$10.00 spot



BEAT INFLATION STRATEGY: "How to Manage your Money to profit from the inflation cycles" . . . reduced to simple, fun-game format. But aficionados soon discover many hidden subtle strategies of play. Object is to make a million despite erosion of inflation, and to block opponents from doing so. Authors of best selling "Beat Inflation Strategy" book in on game design, show you how . . .

after you've borrowed the \$8.00

BUSINESS STRATEGY: 2 games in one: a Basic version where the entire family can sit down immediately to a game where each becomes a company president in a corporate power struggle; and an Advanced version where P&L statements, balance sheets, capital expansion, credit purchasing, and stock issuance all become part of the game mechanics. A great strategy game for aspiring Howard Hughes types. Here, you learn the cold, hard cutthroat facts of life without losing your shirt. . .

only thing you'll lose is your \$10.00



SHAKESPEARE: Shakespeare and his works have always been something of a game for scholars hunting out hidden meanings in archaic phrases. Such is possible with the Game of Shakespeare. Actually 3 games in one, you select the version compatible to your particular knowledge (or lack of it). Object is to identify quotations and famous characters from his plays: "Answers" are given in the 52-page Guide with a synopsis of all 37 Plays, and a myriad of memorabilia on the great bard himself. . .

a Shylocking \$10.00

The Parts List

WINTER 1975

If ordering by mail, please do not send in **this List**. Simply write out your order on a separate sheet or personal letter-head. Better still, use our Order Form Envelope that is postage-free when mailed in the U.S.A.

Current Parts Lists are always sent you along with the merchandise you order. That way, you will be up-to-date with costs. If you happen to be quoting from an outdated Parts List, go ahead and order anyway. Our Parts department will fill your order up to that amount covered by your payment with no delay. When you receive your order, look for a note of explanation along with a current Parts List.

AFRIKA KORPS*	\$8.00
Complete Box	2.00
Mapboard	3.00
Counters	1.00
Rules/Manual Set (REV.75)	1.25
TRC	.50
Situation Card	.50
CRT	.50

ALEXANDER	8.00
Complete Box	2.00
Board	4.00
Manual with Rules	1.50
CRT	.50
Counters	1.00

ANZIO '74*	8.00
Complete Box	2.00
Board	3.00
Manual with Rules	2.00
Counters; Gr., Allied	EA. 1.00
Playing Aids Card Set (6)	1.50

BASEBALL STRATEGY	10.00
Complete Box	2.00
Board	3.00
Rules/Manual Set	1.50
Red/Blue Roster (50 Cards)	2.00
7 Red Pitch Cards	.50
Scorepad	1.00
Set of 6 Pawns	.50

BASKETBALL STR.	10.00
Complete Box	2.00
Board	3.00
Rules	1.75
Player Counters	1.00
Set of 2 Pawns, 2 Dies & 2 Score Chips	1.00
Pad	1.00
Set of 9 Defense Crds	1.00

BEAT INFLATION STRATEGY	8.00
Complete Box	2.00
Playing Board	2.00
Manual with Rules	1.25
Set of Play Money	.75
Set of Loan/Asset Cards	2.00
Set of Player Pawns	.75
Die-cut Credit Markers	1.00

BLITZKRIEG*	10.00
Complete Box	2.00
Mapboard	5.00
Red Troop Counters	1.00
Blue Troop Counters	1.00
Manual with Rules (REV.75)	1.50
Attrition Table Card (REV.75)	.50
O/A 2-Card Set	1.00
Time Record Card	.50

BULGE*	8.00
Complete Box	2.00
Mapboard	3.00
Counters	1.00
Rules/Manual Set	1.25
O/A 2 Card Set	1.00
TRC	.50
Battle Results Card	.50

BUSINESS STRATEGY	10.00
Complete Box	2.00
Board	3.00
Rules Set of 2	1.25
Scorepad	1.00
Set of Climate Cards (18)	1.50
Package of Play Money	.75
Set of 16 Pawns	1.00

CAESAR'S LEGIONS	8.00
Complete Box	2.00
Mapboard	3.00
Manual with Rules	2.00

Con. Movement & Ambush Card	.50
Roman Troop Counters	1.00
German Troop Counters	1.00
Set of Tactical Maneuver Cards	.50

CHANCELLORSVILLE	8.00
Complete Box	2.00
Board	3.00
Manual with Rules	2.00
TRC/OB Card	.50
CRT/TEC Card	.50
Counters	1.00

D-DAY*	8.00
Complete Box	2.00
Mapboard	3.00
Troop Counters	1.00
Rules/Manual Set	1.25
Order of Battle Card	.50
TRC	.50
CRT	.50

FOOTBALL STRATEGY	10.00
Complete Box	2.00
Board	3.50
Rules/Manual Set	1.50
Set of 10 Defense Cards	.75
Ball Control/Aerial Game Cht.	1.00
Pad	1.00
10 Yd. Marker/Ftbl. Set	.50

FRANCE 40	10.00
Complete Box	2.00
Mapboard	3.50
Counters	1.00
Rules/Manual Set	2.00
Set of 9 OB Cards	1.50
Dyle Plan Folder	.50

GETTYSBURG*	8.00
Complete Box	2.00
Mapboard	3.00
Counters	1.00
Manual with Rules	1.00

Q/A 2 Card Set	1.00
TRC50
CRT50

JUTLAND '74	8.00
Complete Box	2.00
Manual with Rules	2.00
Set of Task Force Crds; TRC/ Gunnery Tables (4)	1.50
Counters; British, Ger	EA. 1.00
Range Finder /Area Markers	1.00
Maneuver Gauge50
Hit Record Pad, Brit., Ger. EA.	1.00

KRIEGSPIEL*	10.00
Complete Box	2.00
Board, Black & Red	EA. 2.00
Counters	1.00
Rules/Manual Set	2.00
Set of 4 Defense Cards50
Battle Table Card50

LUFTWAFFE*	10.00
Complete Box	2.00
Board	3.00
Counters, Ger. & Amer.	EA. 1.00
Rules/Manual Set	2.00
Order of Battle Card (2)	1.00
Aerial Combat Results Sheet ..	.50
Target Pad	1.00

MIDWAY	8.00
Complete Box	2.00
Board; Search & Battle	EA. 2.00
Counters, Ship & Battle	EA. 1.00
Manual with Rules	1.00
Pad	1.00
Search Board Screen50

ORIGINS	10.00
Complete Box	2.00
Board	3.00
Counters; US, BRT, FR, GR, RU SEA. ..	1.00
Rules/Manual Set	1.25
Nat. Obj. Card50
Historical Objective Card50

OUTDOOR SURVIVAL ..	10.00
Complete Box	2.00
Board	3.00
Counters	1.00
Rules/Manual Set	2.00
Set of 5 Scenario Cards	1.25
Set of 4 Life Level Index Crds ..	1.00
Quickie Rules Sheet50
Mapboard Movement Chart Sheet50

PANZERBLITZ*	10.00
Complete Box	2.00
Mapboard; 1,2,3	EA. 1.50
Counters; Ger. & Rus.	EA. 1.00
Rules/Manual Set	2.00
Situation Cards (REV.71)	1.00
Combat Chart Sheet50

PANZERLEADER	10.00
Complete Box	2.00
Board; A,B,C,D	EA. 1.50
Manual with Rules	2.00
Counters; Ger, Allied	EA. 1.00
Scenario/CRT/TEC Crd. set	1.50
Unmounted, complete uncut Pan- zerLeader mapsheet with slight imperfection on section c	3.00

RICHTHOFEN'S WAR ..	10.00
Complete Box	2.00
Board	3.00
Rules/Manual Set	2.00
Set of 4 Scenario Crds	1.00
Counters	1.00
Pad	1.00
Target Damage Table Sheet ..	.50

SHAKESPEARE	10.00
Complete Box	2.00
Board	3.00
Rules Folder	1.00
Synopsis Guide	3.00
Set of 113 Quotation Crds.	2.00
Set of 12 Chesspieces	2.00

STALINGRAD*	8.00
Complete Box	2.00
Board	3.00
Counters	1.00
Rules/Manual Set (REV.74) ..	1.50
TRC50
Weather Card50
CRT50

STOCK MARKET	10.00
Complete Box	2.00
Board	3.00
2 Rules/Manual Set	1.50
Set of 15 Trend Cards75
Set of Stock Certificates75
Set of Play Money75
Bag of 30 Discs & 5 Pawns ..	1.00
One Minute Timer	1.00

TACTICS II	5.00
Complete Box	2.00
Board	3.00
Counters	1.00
Manual with Rules	1.00
Weather/Time Record Crd.50
CRT50

3RD REICH	10.00
Complete Box	2.00
Board: U.S./Atlantic O	1.50
Germany/Black Sea	3.00
Caspian Sea	1.50
Manual with Rules	2.00
Situation Cards Set (5)	1.00
Counters: British	1.00
US/Russian	1.00
German/Italian	1.00

TOBRUK	12.00
Complete Box	2.00
Board (AD,BE,CF)	EA. 1.50
Manual with Rules (REV.75) ..	2.00
Roster Pad	1.00
German Hit Probability Chart ..	.75
British Hit Probability Chart ..	.75
Casualty Tables Card50
German Counters	1.00
British Counters	1.00

TUF & TUFABET	EA. 10.00
<i>Specify Which Game</i>	
Complete Box	2.00
Complete Set of Cubes	6.00
Instruction Manual	2.00
Timer; 1,2,3 Minute	EA. 1.00

WATERLOO*	8.00
Complete Box	2.00
Board	3.00
Counters	1.00
Manual with Rules (REV.75) ..	1.50
TRC50
Situation/OA Card50
CRT50

WOODEN SHIPS	8.00
Complete Box	2.00
Boards: A-Y	2.00
AA-YY	2.00
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A.R.E.A. RATING SERVICE \$4.00

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NOTE: Kits are of no value unless players also own the game.

THE GENERAL

Full-year subscription 7.50

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If you must order direct from Avalon Hill in Baltimore, Maryland—we ask for payment in American currency only. Be sure payment is sent in U.S. funds drawn on a United States bank made payable to "The Avalon Hill Game Company." Payment must accompany the order—we cannot process any order that arrives separately from payment.

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SAME DAY SERVICE . . .

All mail-orders are processed the same day they are received when items are in stock. A note will accompany orders that are not complete, stating the cause for delay and/or non-delivery. When you order a variety of items, often they are shipped in separate packages which don't always arrive at their destination on the same day. Normal delivery time varies—anywhere from 5 days to two weeks depending on distance. If you have to inquire, do not phone. Simply send us a note addressed to "Parts Department" and specify the date you mailed the order to Avalon Hill and—this is important—on what kind of form you used (letter, order form, matchbox cover, etc).

WHEN YOU SEND US THE WRONG AMOUNT OF MONEY . . .

Don't worry! If you are short, we will fill your order up to the amount sent. In this event, item priority will be given to The General, games, troop counters, instructions, miscellaneous cards and tables in that order. A personal note of explanation will accompany the order to you.

If you sent too much, a refund voucher will be sent you with your order. Treat it as money. The refund voucher can be applied toward future purchases, or redeemed for cash at your option. Refund vouchers are good for a lifetime . . . do not lose them as we cannot issue duplicate vouchers.

TO FIGHT INFLATION AND CURB THE ENERGY SHORTAGE . . .

Avalon Hill has eliminated the cardboard trays and bookcase sleeves. In effect, sleeves are now box lids . . . and all charts and tables previously printed on the box lids now come assembled inside the game as separate sheets. We have also discontinued assembling plastic trays and plastic mapboard clips, which are scarce petroleum products. The clips, however, can still be ordered separately while the limited supply lasts . . . set of 4 \$1.00

DISCONTINUED GAMES & PARTS

A supply of parts from discontinued games are on hand in limited quantities. Such parts, along with complete games, are available only when so announced as specials in our bi-monthly magazine, **The General**. If parts of your game are not listed on this form, please consider that game as discontinued from the current Avalon Hill line. You must then look to the pages of **The General** for their availability.

OUR GUARANTEE . . .

In the event you happen to receive a defective part (Lord forbid!), please send the defective item straight to my attention. I will see to it personally that a good replacement is sent you immediately with our apologies.

A.E. Dott, President
The Avalon Hill Game Company

A.R.E.A. RATING SERVICE

As outlined in The General, Vol. 11, No. 5 Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. The cost of this service is only \$4.00. For that service, Avalon Hill will continue to update, adjust, change, and maintain your particular rating for as long as you desire—at no additional charge. (Small token charges will be required if you make special requests for names of other AREA registrants, or names of opponents, or any similar service not included in the actual AREA procedures outlined in Vol. 11, No. 5 . . . available as a back issue for \$1.50. The five basic ratings are:

- A—Excellent Player
- B—Good Player
- C—Average Player
- D—Novice in first year of gaming
- E—Beginner

All you have to do is list your name, address, and an honest appraisal of your ability on a sheet of paper, or right on an Order Form Envelope, along with the \$4.00 registration fee to: A.R.E.A., The Avalon Hill Game Co., 4517 Harford Road, Baltimore, Md. 21214.



TUF: Fast, competitive game based on forming number sentences or equations. For 1 to 4 players, age 8 and up, each player simultaneously rolls out his cubes and tries to use as many as possible in forming his equation; winner is the one utilizing the most cubes after so many rounds have been played. A great game for reinforcing basic math principles.

a subtractive **\$10.00**

TUFABET: if ever it was possible to improve upon Scrabble, Tufabet is it. But unlike Scrabble, play is simultaneous. No waiting for turns, no boring delays. Object is to form interlocking words in crossword fashion, using as many of the hand-carved, gold-embossed wooden cubes as possible.

a spellbinding **\$10.00**

THE STOCK MARKET GAME: School curriculums all but ignore the stock market in their courses of instruction. With this in mind Avalon Hill has designed a stock market game that shows what it's all about—realistically, concisely and graphically. Here, players place their buy and sell orders simultaneously just as it's done in real life. There are no dice, no chance cards, no spinners; YOUR decisions, alone, determine how much you profit (or lose). A 24-page Investors' Guide comes with each game-set explaining, in layman's terms, what the stock market is all about. Selected by Chicago Today Magazine as an outstanding product for the times. For 2 or more players, ages 10 and up. . .

a bullish **\$10.00**



Sports Strategy Classics

BASKETBALL STRATEGY: The long awaited completion of Avalon Hill's sports simulation trio. The award winning matrix concept is used once again as player interaction controls the movement of the ball and, together with strategy and lineup decisions, form the basis for another all-skill game. Two different colored dice are used to determine shot success; providing virtually hundreds of possible outcomes. Each coach selects a lineup from his team of 12 individually rated players choosing his squad with an eye toward their rebounding, shooting, ball handling, and defensive abilities. The Advanced Game includes provisions for drafting college stars, forming leagues, plus 100 individually rated players. The most realistic basketball game of skill on the market today. . .

and at **\$10.00** it's cheaper than a pair of courtside seats



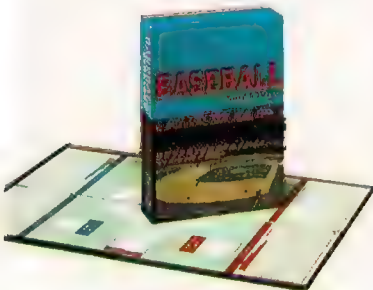
FOOTBALL STRATEGY: with "Football Widow's Handbook," humorously written guide for the long-suffering wife that teaches gridiron terminology in nothing flat, enhances the game that Sports Illustrated called, "the best football game ever invented." Actually three games in one; each utilizes an exclusive copyrighted matrix system of play-calling that eliminates the luck element entirely, in a game so realistic it's the next best thing to being out on the gridiron itself—only you don't get tackled. . .

except for **\$10.00**



BASEBALL STRATEGY: companion game to award-winning Football Strategy, it is the most imitated game on the market. Game contains no dice, spinners, or chance elements whatever. YOUR decisions alone determine the outcome of every game. You play the parts of manager, hitter, catcher, even front office general manager in the most realistic all-skill baseball game ever invented. You even get the "Handbook of Official Rules," a digest of rules covering professional, amateur, and scholastic—a one-of-a-kind that's well worth the price of the game itself. . . you learn there's more strategy to baseball than meets the eye—you might even learn how to hit .350. . .

after we've hit you for **\$10.00**



Re-creations of Great Historical Events . . .

. . . for people who want to do more than just read about them. Now you can go back in time, and actually participate in these events by playing games that are true-to-life re-creations of the real thing. Extensive research goes into each game's design to guarantee that elements perform in the game as they did (or might have) in real life. We have grouped this series according to complexity, strongly suggesting that beginners select only from those immediately following this text. Except where otherwise stated, the historical series is basically 2-player games, for ages 12 & up, with additional people assigned roles of subordinate commanders.

For the Novice

. . . if you are new to wargaming, don't even consider buying Tournament Level games (which is like going to college before completing grammar school.) Instead, begin your new hobby by selecting only from those shown on this spread.



TACTICS II: The very first commercial battle game ever produced . . . and still a classic. Now redesigned to introduce newcomers to the fastest growing hobby today. No military experience or knowledge necessary, just some common sense and a little brains. Begin a lifetime of pleasure with TACTICS II . . .

a pleasurable \$5.00

KRIEGSPIEL: Contains no dice or chance elements; outcome of every battle rests squarely on each player's ability to out-manuever his opponent. It's all here in one game: invasions, air power, logistics, weather, diplomacy, prisoner exchange, even nuclear power . . .

an explosive \$10.00

GETTYSBURG: Our first "classic battle" game and still the most popular starter game for historical buffs. A great challenge for Robert E. Lee. The game starts June 30, 1863; each turn is one hour of time in history. YOU bring your divisions, regiments, and brigades into battle in the exact hour on the exact road they appeared historically on the 28" x 22" map of the battleground. Luck is minimized; skill is rewarded. Relive Pickett's Charge, Longstreet's Disaster, and all the other skirmishes that bid farewell to the confederate dollar. . .

\$8.00 in Union currency



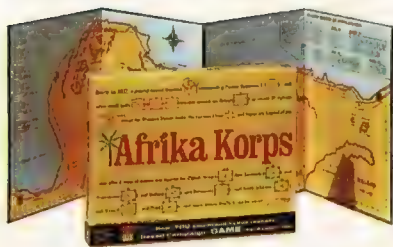
ALEXANDER THE GREAT: The conqueror of the known world pits the invincible phalanx against a Persian host many times his number in one of antiquities greatest battles — Arbela, 331 B.C. Emphasis is on morale. Game features a 22 x 28 full color mapboard, convenient 90 minute playing time, and 80 two-sided counters (for half losses). Units include infantry, phalanx, mercenaries, archers, cavalry, chariots, horse archers, and elephants. You'll see chariots and elephants wreak havoc everywhere except versus the phalanx—itsself virtually immune to all but surrounded attacks . . .

after we surround you for \$8.00

ORIGINS OF WORLD WAR II: A re-creation of the diplomatic conflicts between 1935 and 1939. Basically a 2 to 5 player game, each player takes the part of the diplomat of his nation making alliances and peace agreements with other nations. The player whose strategy of power-politics best contains Germany wins. In his turn, each player plays his "Understanding" and/or "Control" counters in the nations he thinks will serve his best interests. Where conflicts arise, a diplomatic "attack" occurs which must be resolved either by secret agreements with other players or through diplomatic muscle. For realism, diplomatic muscle is allocated to players exactly as it accrued historically. . .

an allocation of \$10.00





AFRIKA KORPS: On a mapboard of North Africa 44" x 14", YOU can re-create Field Marshall Rommel's daring exploits at Bengasi, Tobrukh, El Alamein and points in between. The game is a real test of tactical skill; Rommel has but 28 Units with which to seize Alexandria from Montgomery. The classic problems of mobility and logistics are faithfully recreated in this historical replay. Each turn is two weeks; Rommel launches his drive eastward from Agheila March 31, 1941—YOU take over in a game of desert warfare that can stretch for thousands of miles and 19 months. Where books and novels fall short, the game delivers. Here YOU can fully appreciate the genius of the great Desert Fox, and the challenge of Montgomery with his inferior armor-piercing equipment. . .

a wallet-piercing \$8.00

The Classics . . .

the next step up in sophistication—the Intermediate Level games. Here, great emphasis is placed on historical accuracy. To this end, Avalon Hill sought out wartime leaders to verify (or refute) official histories. General Anthony C. McAuliffe, legendary WWII hero who replied "nuts" to the German surrender demand at Bastogne, at first adamantly refused to lend his name to a commercial venture; then quickly reversed his stand after inspecting our D-Day game and consented to authenticate our Battle of the Bulge game.



Anthony C. McAuliffe,
General U.S.A. (Ret.)

Easier to enlist, but every bit as helpful, was Rear Admiral C. Wade McClusky; cited by historians for his methodical and tenacious pursuit of the Japanese as the most important factor in the battle of Midway.



C. Wade McClusky
Rear Admiral U.S.N. (Ret.)

As regimental adjutant, Colonel Dickson was in the initial Guadalcanal invasion wave back in 1942. The former editor and publisher of Leatherneck Magazine has added immensely to our Technical Advisory Staff through his talents as artist, game designer, author, and tactician.



Donald L. Dickson
Colonel U.S.M.C. (Ret.)



BATTLE OF THE BULGE: Design research authenticated by General McAuliffe, known for his legendary reply of "nuts" during his heroic stand at Bastogne. No textbook presents this controversial episode in as true a light as playing the game. Each turn is 12 hours of historical time; game begins December 16, 1944. Allied player has 75 playing pieces of regiment and brigade units; German player must cut his way across the 28" x 22" mapboard to the Meuse river with 64 Regiments by December 30, 1944. Truly a challenge for both U.S. and German players; both must play aggressively to win. Two games in one, including tournament play for real battle game nuts. . .

who else would pay \$8.00

MIDWAY: Admiral McClusky—hero of the battle—has re-created for Avalon Hill the true situation of 0500 June 3, 1942 when Americans were far out-numbered by Japanese forces. How then did the Americans win? You find out only by playing the game. The game has counters for each individual Aircraft Carrier and Battleship, plus Dive Bombers, Torpedo Bombers, and Fighters. During the search portion of play, each player methodically plots the enemy's location, which is unknown at game's start. Once located, planes are sent to sink each other's Carriers. Unique combat table resolves plane vs plane, and plane vs ship attacks realistically. Game includes manuscript of Admiral McCluskey's exclusive eye-witness account. . .

an eye-opening \$8.00



WATERLOO



WATERLOO: The engagement that spelled doom to an empire. Here, YOU are Wellington or Napoleon squaring away on the most famous battlefield in all history to decide the destiny of France. We set the stage for you—7:00 A.M., June 16, 1815—100,000 men ready to strike towards Brussels. YOU can employ all the tactical and strategic cunning that was the hallmark of these two great generals, commanding the finest trained armies ever assembled. All the real-life infantry, artillery, and cavalry units are at your disposal. Find out how great Napoleon really was. At least find out what he was hiding in his blouse. . .

probably the \$8.00

D-DAY: "D-Day is a most faithful reproduction of the WWII invasion," stated officers at Camberly British Military Academy. The 28" x 22" mapboard of Europe details the seven invasion site possibilities open to Eisenhower. YOU—as Allied Commander—may elect to land at Normandy or any of the other six you think were better suited. Play is on divisional scale; Allied player can land only those divisions actually available during that particular week (each turn is a week) in real life. To win, Allied player must get at least 10 divisions across France into Germany by the 50th week. Game is so realistic you feel you're actually on the beaches, only you can't get hurt. . .

except to the tune of \$8.00



WOODEN SHIPS & IRON MEN: Relive the glorious battle of John Paul Jones' Bonhomme Richard with HMS Serapis or Oliver Hazard Perry's victory in the Battle of Lake Erie. 27 individual historical scenarios recreate all the classic naval battles of 1776-1815 including Trafalgar and Battle of the Nile. A "design your own" formula allows players to "buy" their own ships from the hundreds provided. A Campaign Game link-up of 5 scenarios enables players to fight a week long series of engagements, or a 20 minute single ship duel depending on the scenario chosen. Game includes multi-player rules; and novel CRT system that realistically recreates broadsides, grappling, boarding and melee . . .

after we've grappled you for \$8.00



RICHTOFEN'S WAR: The Red Baron was the last of a gallant and chivalrous breed, and this same mystique and charisma has been built into the design of the game. Here each player is in complete control of one airplane; over 60 different WWI combat aircraft to choose from. Dogfighting, trench-strafing, bombing, photoreconnaissance, balloon-busting; it's all here in a game that, as a living biography of Richthofen, tells it like it was better than any book could ever do . . .

a novel \$10.00



STALINGRAD: The perennial favorite at wargame conventions. An authentic re-creation of Germany's World War II campaign in Russia. Game has 90 military units, each unit is a Corps of infantry, armor, or cavalry. Played on a 28" x 22" mapboard of Russia, weather and supply are major factors in this episode which marked the end of Hitler's actions in "Operation Barbarossa" . . .

a barbaric \$8.00



BLITZKRIEG: Our best seller. The complete wargame. Contains nearly 400 land and air units. Players represent 5-star generals and plan grand strategy with infantry, armor, paratroop, artillery, Marine, Ranger, TAC and SAC Air units. Giant 44" x 22" mapboard simulates all imaginable terrain: desert, forest, sea, mountain, urban and rural areas. Blitzkrieg fictionalizes Germany's breakout of World War II designed with help from the Office of the Chief of Military History (OCMH), Washington, D.C. and the United States War College. Players command the armies of Great Blue (Allies) and Big Red (Germany). . .

\$10.00 in long green

Tournament Level Games . . .

. . . very, very complex and sophisticated, often requiring 10 hours or more to complete. Exhaustive primary source research and play-testing has gone into the development of these games. To this end, Avalon Hill has corralled the world's leading wargame minds to supplement the work of its own esteemed R&D staff. We present, with pride, games here that are considered by the hard-core aficionados as the best in progressive, innovative wargame design.



THIRD REICH: This strategic level game of WWII in Europe embodies all of the action you'll find in our other games separately—only on a larger scale, as all the elements of warfare (land, sea and air) come into play. Strategic bombing, submarine warfare, naval supremacy, armored encirclements, and overruns all play a part in this game of lightning warfare which places you in command with Rommel in Afrika; Zhukov at Stalingrad; Guderian in France; and Eisenhower in Normandy. Game includes 3 scenarios and a Campaign Game; 560 unit counters representing the armed forces of Axis, Allied, and neutral powers; and our biggest gameboard ever. . .

so big you'll forget the \$10.00

PANZERBLITZ: The campaign in Russia reduced to Company and Platoon level fighting. Players re-create the 12 most important engagements in this World War II theatre, drawing troops from the 352 units included in the set. Game comes with three separate mapboards that you join in varying combinations depending upon which battle you have decided to re-create: Kursk, Nikopol Bridgehead, Battle of Minsk, Vyazma, Relief of Kiev, and six others. Troops arrive exactly as did their real-life counterparts. Only YOU direct their action from this point on. Required: common sense—clear thinking—wargaming experience. . .

and about \$10.00

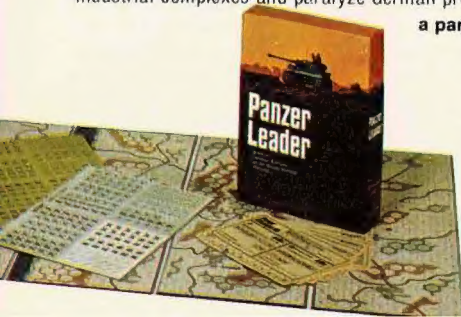
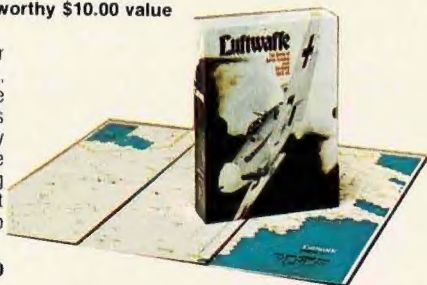


1776: Six games in one package; each game covering the most glamorous aspects of the war for independence, from the "invasion" of Canada to make it our 14th colony to the victory at Yorktown. You get a huge 4-section, 16" x 44" terrain mapboard showing entire colonial America as it looked back then. Fantastic new sustained combat system makes this game the most innovative yet. Consumer playtesters say it is the best of the American Revolution simulation games for both playability and historical accuracy. . .

a praiseworthy \$10.00 value

LUFTWAFFE: The Allied bombing of Germany toward latter days of World War II. The Mustangs, B-17's, Messerschmidts, Focke-Wulfs again take to the air in this re-creation of the greatest aerial drama ever. Allied player secretly plots his strategy on the "Target Sheet." German player must guess by logical means what his Opponent's strategy will be and stage his fighter planes accordingly. If German player holds off long enough, he gets the use of the jet wonder weapons that might have turned the tide of the war. Object of the game is to bomb industrial complexes and paralyze German production. . .

a paralyzing \$10.00



PANZER LEADER: re-creates all the fast, furious action of tactical armored combat on the western front during WWII. Every important type of German, British, and American weapon is at your disposal: tanks, assault guns, tank destroyers, armored cars, self-propelled artillery, anti-tank guns, mortars, rifle platoons, combat engineer platoons, scout platoons, fighter-bombers, fortifications, minefields, roadblocks, and much more—over 380 different units you maneuver over a four-section, geomorphic, full-color mapboard—22" x 32" overall. We provide 19 different scenarios—you take it from there. . .

after we've taken your \$10.00

What is Play-by-Mail...

Having trouble finding time to sit down to a full-blown version of your favorite Avalon Hill game? Live in an area where opponents are few and far between? Play-by-Mail is the answer. Here's how it works: you and your opponent in a distant city have the same game and Play-by-Mail Kit. You write down your movement and battles, and instead of rolling the die, you list a stock listed on the New York Stock Exchange for each battle, plus a closing transaction date. When your opponent receives your move, he consults the Stock results of the closing transaction day you have listed and, using the last digit of the sales-in-hundreds, gets a result for each battle. No fuss, no muss, no chance to cheat! Play-by-Mail is as easy as in-person play with the advantage of not requiring large amounts of time all at once. Players report that the best games they have ever played were by mail . . . because you have a chance to think about your move, mull over it, change it, play with it before your opponent sees it. Two separate kits are available; one includes two sets of instructions, battle pads, and pertinent combat results tables sufficient for dividing up between two players. Or, you can order the 1-player kit for half price (see Parts List). Each player must, of course, own the game itself. The Play-by-Mail system has become so popular, kits are now available for the following games:

D-DAY * GETTYSBURG * KRIEGSPIEL * PANZERBLITZ * STALINGRAD * LUFTWAFFE
AFRIKA KORPS * BLITZKRIEG * BATTLE OF THE BULGE * WATERLOO ANZIO

Play-by-Mail Kits are available only from Avalon Hill direct. Make sure you specify exact game!

How do I Replace Missing Parts...

If a game you've purchased happens to be incomplete when brought home from the store, do not return it—just send us some sort of proof of purchase and we will replace the missing item(s) free.

If you need to replace worn out components, we stock extras of every part for every game including game lids and boxes. Refer to The Parts List. List the parts you want on a postage-paid Order Envelope, or any old sheet of paper for that matter, and mail to us along with a check or money order (no cash please) to cover total cost **plus** postage.

ORIGINS II

. . . the first and only truly national wargaming convention. Held on the spacious grounds of John Hopkins University here in Baltimore where wargaming got its start, ORIGINS II promises to be bigger and better than it's historic predecessor. Last year ORIGINS I drew over 1500 gamers from across the United States and Canada to a game fest which has never been matched. Over 30 manufacturers displayed and sold \$23,000 worth of products in the 3 day extravaganza. Sixteen competitions in a variety of games were held with trophies, cash prizes, and national championships at stake.

Convention attendees witnessed the presentation of the Annual Charles Roberts Awards for excellence in various areas of the wargaming hobby and met and talked with famous designers and wargaming personalities. Miniature wargaming, Diplomacy, sports gaming, multi-player games, fantasy games—they all were included. And you can see them all again

in a Bicentennial Special 3 day convention which will be improved in every way over 1975.

A date has not yet been set (a July 1976 weekend is likely) for ORIGINS II but you can check on the progress of preparations for this gala event in your bi-monthly issue of the GENERAL. Or, if you don't get the GENERAL (a foolish move on your part) just send us a self-addressed envelope bearing first-class postage to: Convention, c/o the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214. When arrangements have been finalized a pre-reg. form and details on ORIGINS II will be sent to you.

Board Wargaming Tournaments • Miniature Wargaming Tournaments • Diplomacy Tournaments • Diorama Displays and Competition • Dealer Exhibition/Sales Area • Most Major Boardgame, Miniatures, Publications Companies • Closed-circuit TV Demonstrations • Collector's Auction • Low-cost, On-campus Housing!!!



PUTTING IT ALL TOGETHER

That's what we've done with our bi-monthly wargaming magazine—gathering the greatest assortment of wargaming expertise ever assembled between the covers of a gaming journal. Now, after 10 years of publication, *The General* has come of age, offering features found no where else in any similar publication or magazine. And since it carries no advertising, its present 34-page format compares to approximately 60 pages of any other similar journal.

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